

# INSTRUCTIONS

For the better keeping Company with His Majesty's  
Captain

Commander:

Signals by Day.	Guns	Signification.
Fore-top-sail loose		To prepare to Sail.
Main-top-sail loose in the Top	One	To Unmoor.
Mizen-top-sail hoisted with the Clew-lines up	One	To Moor
Main-top-sail Sheets hauled home	One	To Weigh.
Both Top-sails loose in the Top	Two	To Cut or Slip.
An Ensign { On the Ensign-staff, the Jack struck	One	To bear away, and sail before the Wind.
{ In the Mizzen Shrouds	One	For all Masters of Merchant Ships to come aboard me.
{ On the Ensign-staff towards Night		If I design to carry the Lights.
A Jack { At Fore-top-mast Head	One	The Headmost and Weathermost Ships to Tack first.
{ At Mizzen-top-mast-head	One	The Sternmost and Leewardmost Ships to Tack first.
{ At Main-top-mast Head	One	The whole Fleet to Tack together.
{ On the Ensign-staff	One	To Anchor.
A Pendant at Mizzen-Peek	One	To Veer, and bring too on the other Tack.
A Pendant on the Ensign-staff, and a Jack at Mizzen-Peek		{ For him I appoint to carry the Light to make Sail a-head, and lead the Fleet, taking Care to observe all Signals made by me, For all Ships to come under my Stern; which you are to take Care to do always before Night, though the Signal's not made, and not presume to go a-head of me, or him that leads either by Day or Night, but to keep as near together in a Body, as possibly you can, expecting otherwise to pay for all Shot fired at you, except in Case of Necessity, or being attack'd by the Enemy.
A Pendant at Mizzen-Peek, and a Jack at Main-top-mast Head	Two	

**Discovering strange Ships.** If I would have the Merchant-Men lye by or fall a-stern, although myself and the Men of War make Sail, I will hoist an *English* Ensign at the Fore-top-mast Head, and fire a Gun; but if I would have the Merchant-Men make Sail a-head, although myself and the Men of War keep the Wind, or lye by, I will spread an *English* Ensign at the Mizzen-top-mast Head, and fire a Gun. The Intent of these Signals being to keep the Men of War between the Merchant-Men, and the strange Ships.

**Being attack'd by the Enemy** If I am, with the Convoy, attacked by more in Number than his Majesty's Men of War, and any of the Merchant-Ships shall by that Means be in Danger of being taken, whilst the Men of War are relieving some other part of the Convoys, the said Merchant Ship shall cut his Jeers, and so disable his Ship, that if he be taken he cannot be carried away 'till he is relieved by some of the Men of War. And it is strictly required that all the Merchant Ships and Vessels, that shall put themselves under my Convoy, be very careful in keeping Company with me when under Sail, and that they do not upon any Pretence, or private Interest whatever, part from the Fleet without my being acquainted thereof, and have my Consent for the same, that no Accident may arise after parting with the Fleet, and should be taken, and by their Intelligence to the Enemy may be the loss of the whole Trade and Convoy, and more destructive to the public Good than any Advantage a private Ship can bring.

No Merchant Ship to go out of the Fleet without the Commander's Leave.

In Case we should lose Company and meet again, those to Windward shall  
and those to the Leeward shall answer by

## Signals by Night.

Lights	Signals.	Guns	Signification.	Lights to be answer'd with
		Two	To Anchor	Two
Three	One at each Top-mast Head	One	To Moor	One
Three	One over the other in the Main topmast Shroud	Two	To Unmoor	One
One	In the Main Top-mast, Shrouds	One	To Weigh	One
Four	One at each Main and Fore-yard Arm	Two	To cut or Slip	One
Two	On the Ensign Staff	One	The headmost and weathermost Ships to tack first	One
Three	On the Ensign Staff	Two	The Sternmost and Leewardmost to veer first, and Sail on the other Tack	One
		One	To alter the Course	
Two	One over the other in the Mizzen Shrouds	One	To shorten Sail	One
Four	Of equal Height in Fore Shrouds	Six	To bring too and lye by with Starboard tacks ab.	Two
Three	At the Mizzen Peek	Four	To bring to and lye by with Larboard tacks ab.	Two
		Three	To veer and lye by on the other Tack	Two
One	On the Ensign Staff	Eight	To make Sail after lying by	Three
Two	One over the other in the Mizzen-top-mast Shr.	One	To strike Yards and Top-masts	One
		One	To get up Top-masts and Yards	One

*Note,* Your Lights are to be continued out, until my Signal Lights are taken in.

In Case we should lose Company, and meet again, he who Hails first shall ask, *What Ship's that,* then he that is hailed shall answer,  
and he who first hailed shall reply.



## Signals in a Fog.

Guns		
One	Every Hour if I continue the same Sail as before	Every Ship to continue firing Musquets, beating of Drums, or ringing of Bells.
One	Every Half Hour if I make more or less Sail	
Four	To Tack	
Five	To Veer and Sail on the other Tacks	
Six	To bring-to, and lye-by with Starboard Tacks aboard	
Three	To bring-to, and lye-by with Larboard Tacks aboard	
Eight	To make Sail after lying-by	
Two	To Anchor	
Two	To Moor half an Hour after Anchoring	
Ten	To Weigh	

*Discovering Danger that may be avoided by Tacking, Anchoring, &c.* You are to make the Signals accordingly, but if you should strike or stick fast, you are to fire Gun after Gun, if you have any, or make what Noise you can, by firing Musquets, until you think the other Ships have avoided the Danger.

*Note.* The Men of War in Company are desired to repeat all Signals, and any Merchant Ships not observing the Signal made, the Men of War are desired to make Sail to such Ships, and compel them to follow the Signal made, by firing Shot at them, and obliging them to pay for the same, as not shewing due Obedience to his Majesty's Colours.

## Signals from Private Ships by Day.

*Discovering strange Ships.* You are to hoist your Ensign and keep it abroad, until mine is out; then hoist and lower it as often as you see Ships.

*Discovering Land or Danger.* You are to hoist your Ensign and Jack, and keep them abroad until mine are out, then to strike them; but if you discover Danger, you are to tack or bear up from it, and spread your Jack from the Main-Top-mast Cross-Trees downwards on the Back-Stays, and fire two Guns; but if you should chance to strike or stick fast, you are to fire Gun after Gun, until you perceive all the Ships have observed you.

*Springing a Leak, Masts or Yards that disables your keeping Company.* You are to spread an Ensign in your Main or Fore-Top-Mast Shrouds and fire Guns; then the Merchant Ship or Ships nearest to you, are required to assist you, until relieved by me, or some other Man of War; but in Case any Ship founders before any Man of War comes to her Assistance, then the Master of such Merchant Ship or Ships, that save the Men, are strictly required to give me or some other Man of War an Account thereof, that I may know what is become of Ships when found to be missing.

*Having Occasion to speak with me.* You are to spread an Ensign in the Mizzen Shrouds.

## Signals from Private Ships in the Night.

*Seeing strange Ships.* You are to fire Guns, shew Lights, and make False Fires, but if you should be boarded you are to cut your Geers, Sheets, and what other Rigging may prevent your being carried away before you are relieved by me, or some other Ship.

*Discovering Land, or Danger.* You are to shew many Lights, fire Guns, and tack or bear up from it.

*Springing a Leak, or any other Disaster.* You are to hang out two Lights of equal Height, and fire Guns, until you are relieved by some Ships in the Fleet.

In Case of Separation by bad Weather, or any unavoidable Accident, the Places of Rendezvous to meet again, are, viz.

